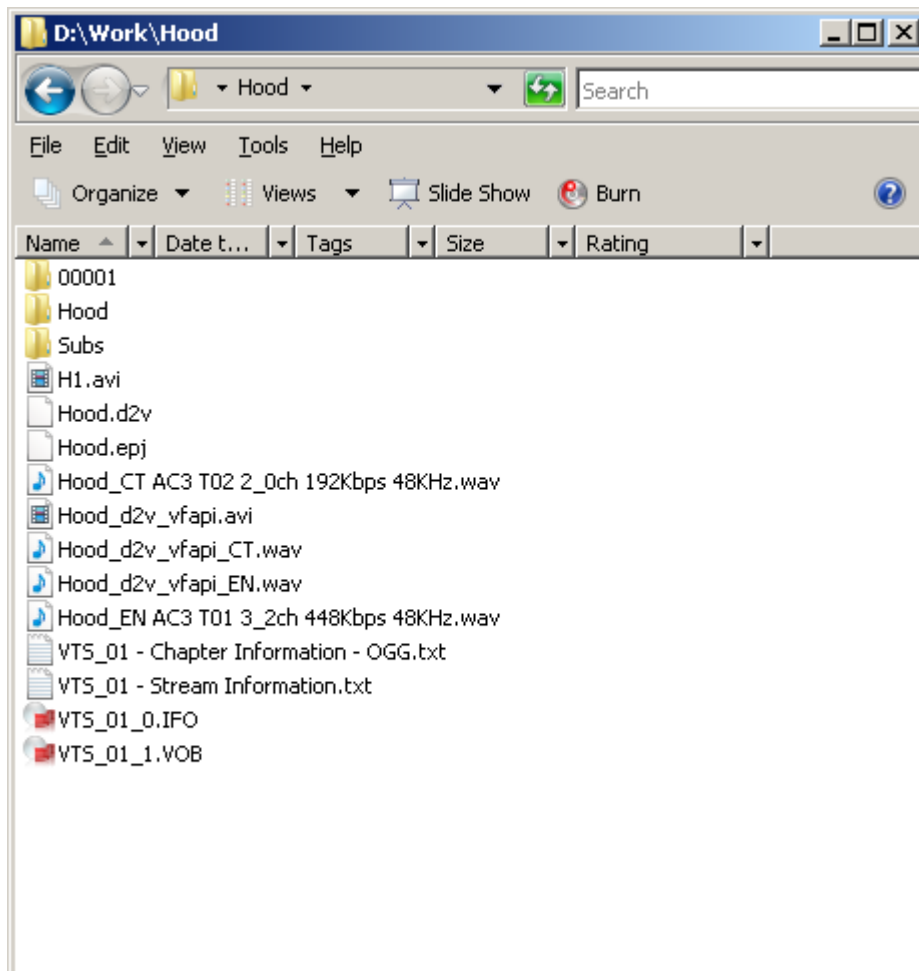


Checking your encoded movie with UMD Stream Viewer.

This chapter will describe how to check your already encoded movie with Sony's **UMD Stream Viewer**. For doing this we need a set of tools that are known as **UMD Tools**. This toolset includes **UMD Stream Viewer** which is the only tool that we will be using in this part of the guide.

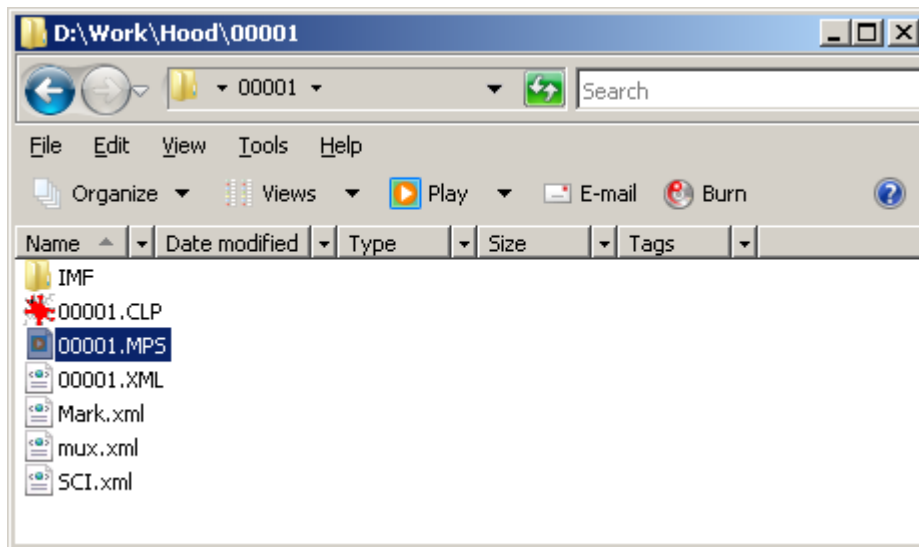
After encoding your movie there are two ways for checking your movie. You can either use UMD Stream Viewer or you can build an ISO, copy it to your PSP and check it there. The latter takes a bit more time and will be described in another chapter. Here we will look at the option of **UMD Stream Viewer**.

Before we start Viewer let us first take a look at our work folder after the encoding process. During the encoding process most notably 2 folders have been added. In this example's case **Hood** and **00001**.

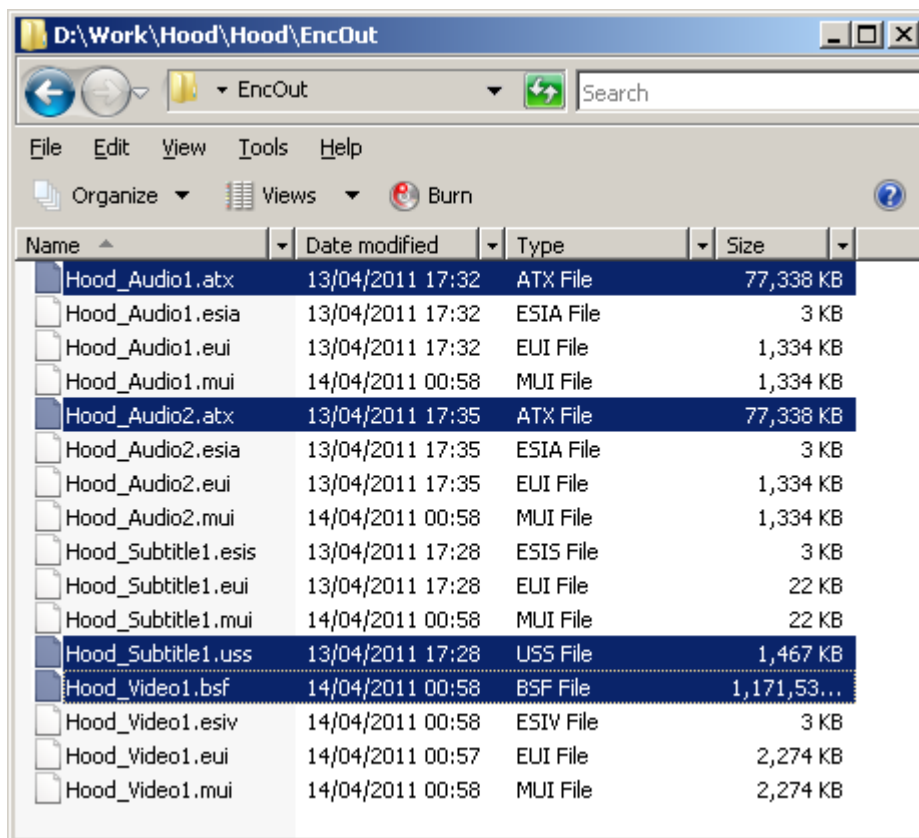


The **Hood** folder was created because I named my project 'Hood' in Composer. The **00001** folder was created because I only encoded 1 clip. If our project would include 2 clips there would also be a 00002 folder. 00001 is a folder that always will be created.

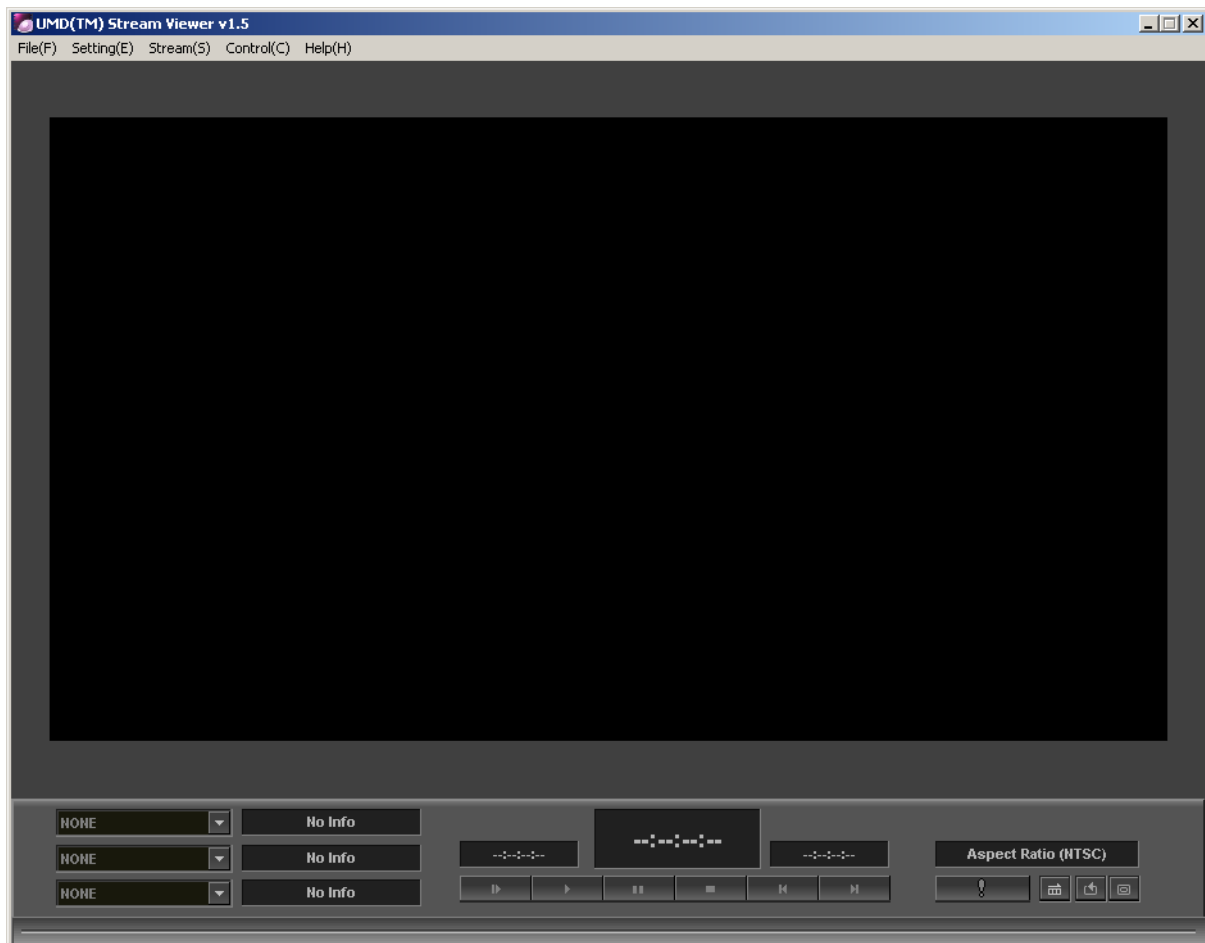
The **00001 folder** contains the encoded and multiplexed file that we will be using in our UMD ISO. This file is called **00001.MPS**.



The **Hood folder** contains several files and folders created during the actual encoding. The most important of these is the **EncOut folder** as it contains the encoded streams like they were before the multiplex process was done. I have marked them in below screenshot.

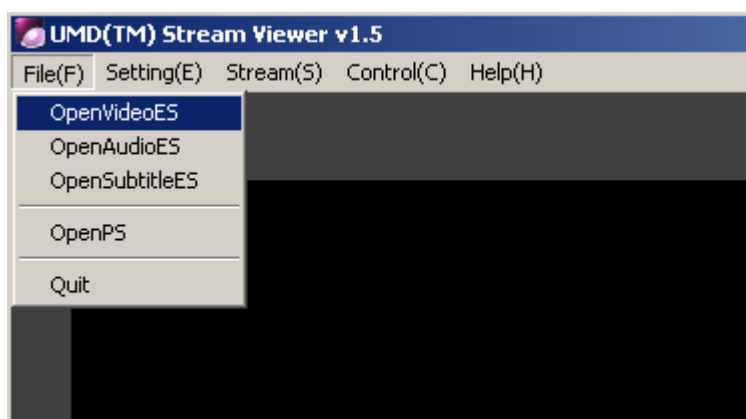


Now we have seen these files we can start **UMD Stream Viewer**.



UMD Stream Viewer is a fairly simple tool. You load your file and press play to see if everything looks fine.

You can load your movie in two different ways.



1. Open the encoded video, audio and subtitle stream files
2. Open the single, encoded *and* multiplexed output file

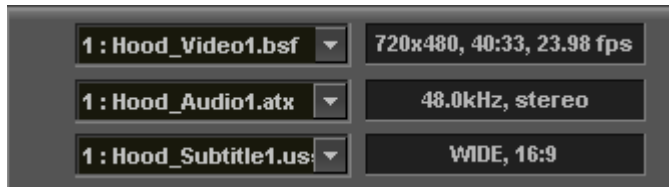
For the first method you will need all to use three options in the **File** menu:

OpenVideoES – Load the [project]_video[number].bsf file that's in the **EncOut** folder.

OpenAudioES – Load the [project]_audio[number].atx file that's in the **EncOut** folder.

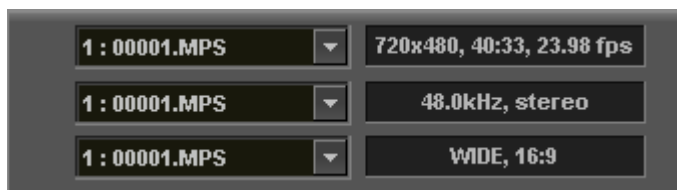
OpenSubtitleES – Load the [project]_subtitle[number].uss file that's in the **EncOut** folder.

The loaded files appear in the bottom-left corner of the window. In this example I loaded the following files:

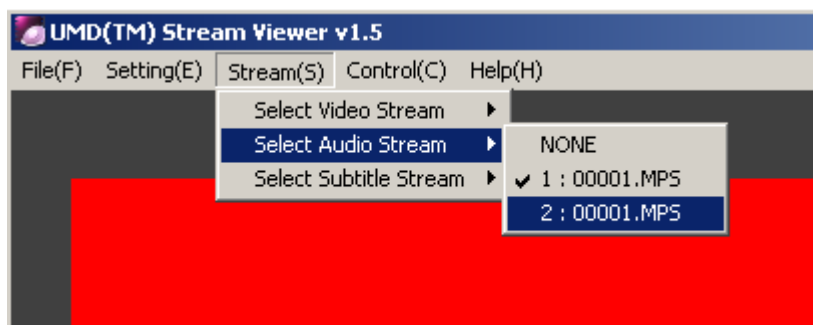


Note that when using this method only **one** video, **one** audio and **one** subtitle stream can be loaded at the same time. If I wanted to test the second audio stream that I encoded I can load it but the first audio stream would then be unavailable.

For the second method you will only need the **OpenPS** option in the **File** menu. Use it to load the **00001.MPS** file that is in the **00001** folder.

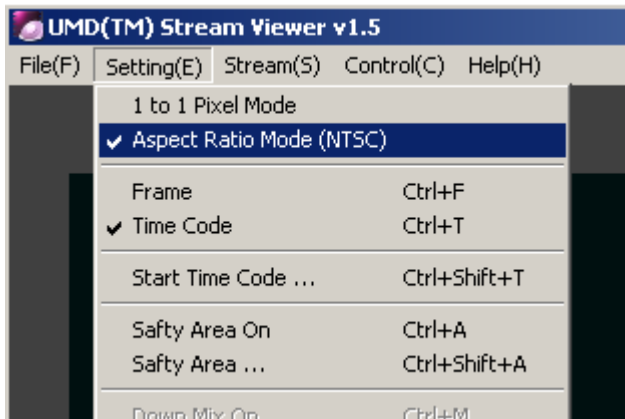


In that case **all** the audio and subtitle streams will be loaded and you can select them from the **Streams** menu.

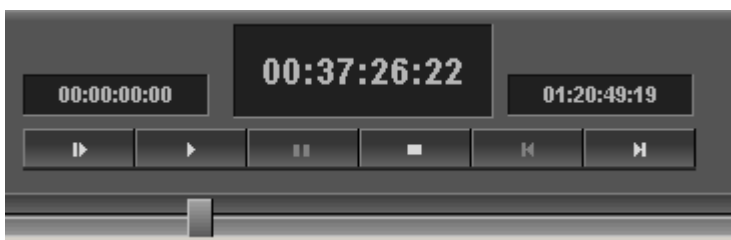


Before we take a look at the actual movie make sure that the correct **aspect ratio** is set. You can change this setting in the **Setting** menu.

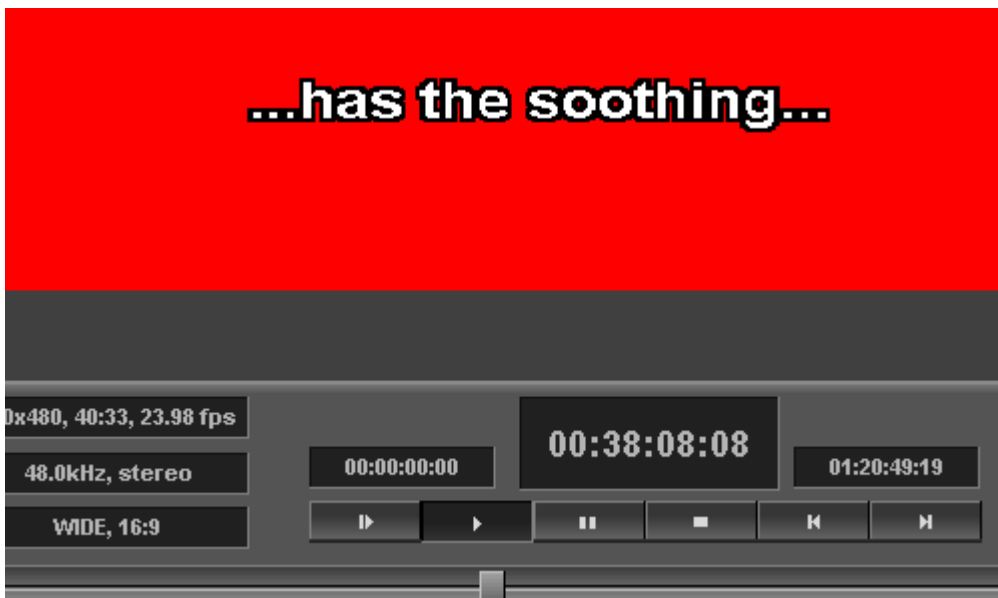
Make sure that **Aspect Ratio Mode (NTSC)** is selected.



Once set you can start the movie with the controls at the bottom of the screen .



The movie will start playing and you can check if everything has turned out like you expected. If not, then you can re-encode the part (most commonly audio and/or subtitles) of the movie that needs fixing and multiplex again. See also the Advanced Encoding chapter.



Note that above screen is red due to a limitation of the PrintScreen function in Windows. Video media cannot be captured. In this example only the subtitles are shown. However I can ensure you that you will actually see (and hear) the encoded movie when you try it.